

£1.20 • NO 88
15 OCTOBER 1996
EVERY FORTNIGHT



UK's OFFICIAL SEGA COMIC

SONIC THE COMIC

NEW SONIC STORY

BARMY DREAMERS!

THE ULTIMATE NIGHTMARE!

NEW TAILS STORY

SMALL CHANGE!

PLUS

Q ZONE
REVISITED!

SONIC 2 & 3!

NIGHTS!
IN YER FACE PIN-UP!

ECCO!
COMIX ZONE!
PC REVIEWS!

PIXEL ZONES
COMPUTER ARTWORK



CONTROL ZONE



Hey, Boomers!

If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

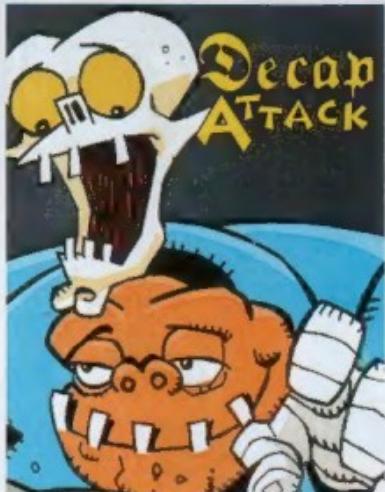
There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NiGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with more Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating humes are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

Megadroid

HAPPENING TO A HALLOWEEN ISSUE NEAR YOU!

Be afraid! Be very afraid - they're back next issue for another megamental run! What am I talking about - Decap Attack, of course! So, get ready to be reacquainted with Frank, Igor, Chuck and Head - the stars of one of STC's most popular strips. You have been warned!



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COMPILED BY
ChartTrack
© ESPA

up/down RE/NEW entry • non mover

MEGA DRIVE

- 1 ↑ OLYMPIC SUMMER GAMES
- 2 ↓ BRIAN LARA CRICKET '96
- 3 NEW WORMS
- 4 • TOY STORY
- 5 ↓ FIFA SOCCER '96
- 6 ↓ MICRO MACHINES 2
- 7 • TAZ-MANIA: ESCAPE FROM MARS
- 8 • SONIC AND KNUCKLES
- 9 • MEGA BOMBERMAN
- 10 • STREETS OF RAGE 2

SATURN

- 1 NEW MORTAL KOMBAT 3
- 2 NEW LOADED
- 3 ↑ SEGA RALLY
- 4 ↓ THE NEED FOR SPEED
- 5 ↓ VIRTUA COP
- 6 ↑ VIRTUA FIGHTER 2
- 7 NEW ROAD RASH
- 8 ↑ FIFA SOCCER '96
- 9 ↓ GUARDIAN HEROES
- 10 ↓ SHINING WISDOM

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

SONIC

THE HEDGEHOG

The Ultimate Nightmare

COMPLETE STORY

Design & Art:

KIRBY KITCHING

Coloring:

ANDY PRITCHETT

Lettering:

TOM FRANK

THE CHAOTIX CREW'S SATELLITE BASE IN THE MYSTERIOUS DIMENSION KNOWN AS THE SPECIAL ZONE.

IT'S
TRUE THEN,
SONIC?

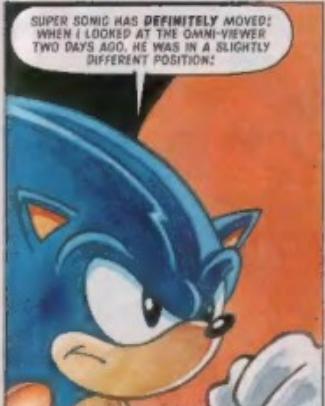
NO DOUBT
ABOUT IT,
VECTOR...

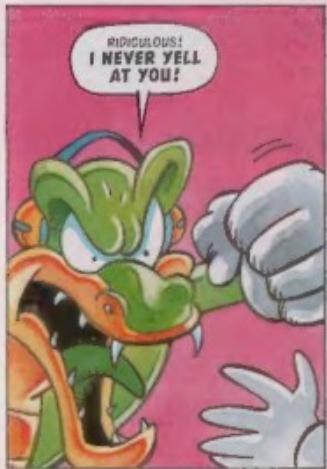
SUPER SONIC HAS DEFINITELY MOVED:
WHEN I LOOKED AT THE OMNI-VIEWER
TWO DAYS AGO, HE WAS IN A SLIGHTLY
DIFFERENT POSITION.

OH YES.
INDEED-DIVIDUALLY!
I NOTICED
SUPER SONIC
MOVING AGES
AGO!

THEN WHY DIDN'T
YOU SAY SOMETHING
ABOUT IT, CHARMY?

BECAUSE WHENEVER
I TELL YOU STUFF, YOU
JUST YELL AT ME!







WELL DONE, NIGHTMARES! YOUR BOX OF NIGHTMARES CAUGHT THE FOOLS COMPLETELY OFF GUARD!

NATURALLY, LORD SIDEWINDER! AND AS LONG AS THE LID IS OPEN, THEY'LL CONTINUE TO LIVE THEIR WORST NIGHTMARES!



THIS SHRINKING DEVICE SUPPLIED BY NACK THE WEASEL WORKS PERFECTLY!



THERE HE IS. PROBABLY THE MOST POWERFUL CREATURE IN THE UNIVERSE!



SO POWERFUL THAT HE NEARLY STOPPED THE LOT OF US!



BUT THIS TIME, MR FRY, SUPER SONIC WILL BE MY SLAVE!

FIRST WE MUST GET HIM BACK TO OUR HIDEOUT!



YOU'RE CRAZY! YOU CAN'T CONTROL THAT CREATURE! HE'D KILL YOU, THEN PROBABLY DESTROY THE ENTIRE PLANET!



BELIEVE IT OR NOT, CHAOTIX ARE THE ONLY FRIENDS I HAVE IN THIS CRAZY WORLD!



YOU'LL HAVE TO BE FASTER THAN THAT TO CATCH THIS HEDGEHOG!



CHAOTIX ARE STILL HAVING THEIR NIGHTMARES... AND HELP THEM!



HOW'D YA LIKE A FACE
FULL OF TOXIC WASTE,
YA LITTLE...



IS THIS YOUR
DMW RECIPE,
BIO-HAZARD!



SPLUUURGE!

NO!



YOU FOOL, BIO-HAZARD!
JUST HOW POISONOUS
IS THIS FILTHY STUFF?

UH, IT'S PRETTY DEADLY...
BUT I GOT THE ANTIDOTE
BACK AT DA HIDEOUT!

THEN I SUGGEST YOU
AND SIDEWINDER LOSE
YOURSLEVS BACK THERE!

GO ON, BEAT IT BEFORE
I CHANGE MY MIND!



SO, AFTER THE VILLAINS
HAVE SHRUNK THEMSELVES
ONCE AGAIN...

IF I GET ANY
OF THIS FILTH
ON MY SUIT...

WORRY ABOUT YOUR
DRY CLEANING BILL
LATER, MR FRY!





LATER, AFTER A FEW EXPLANATIONS...

...THEY WERE AFTER SUPER SONIC ALL RIGHT! LORD SIDEWINDER EVEN THOUGHT HE COULD CONTROL HIM!



REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE

40-70 = NORMALSVILLE
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

EASY PC!

SEGA POWERS UP TO HOME COMPUTERS!

Those Boomers who have sent STC e-mail and computer generated pics (see this issue's Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From Ecco the Dolphin, Comix Zone and Tomcat Alley to Virtua Fighter, they've all had the PC treatment.



The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.



Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of Sonic CD.

Following the July launches of *Boku Boku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!



The Game Gears' version of *Boku Boku* - now available for PC'ers!

NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.

ECCO THE DOLPHIN

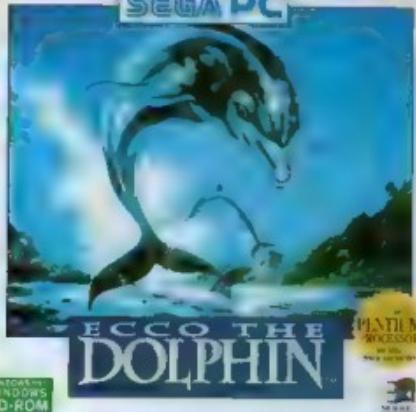
PC CD-ROM

GAME TYPE: ARCADE ACTION
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+

SEGA PC



Eek! Hold onto your flippers, the classic Sega console game Ecco the Dolphin is far from being washed out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of



marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butts his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of Sonic the Dolphin seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel,

keeping the controller transfixed to the screen.

Ecco the Dolphin undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 10 MB



FINNIE TORNADOES

RAVES

ANARCHIC
aerobic
extremist



GRAPHICS

94

GRAVES

tricky to
please...



SOUND

96

PLAYABILITY

72

OVERALL 94

COMIX ZONE

PC CD-ROM

GAME TYPE: ARCADE BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+



Originally a Mega Drive game, Comix Zone is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at STC (now how did they do that!).

Comic by style and by nature, as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkil., must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

Comix Zone features plenty of fighting fun, (it isn't as brutal as say, Virtua Fighter). The clever

graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with farce.



As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, Comix Zone is a game which will impress gamers with its originality alone.

PC REQUIREMENTS

Min Memory: 8 MB

Windows: 3.1 or later versions

Min CPU: Pentium 60 MHz

Usable Hard Disk Space: 5 MB



RAVIS

Original graphics.



GRAPHICS 83

GRAVES

Too bushy to be a brutal beat 'em-up?



BOUND 1

FEATURES 82

PRICE £29.99

IN THE TOWN OF BACKWATER THE DEPUTY SHERIFF HAS JUST LOCKED UP HIS LATEST PRISONER KNUCKLES.

TAIN'T NO GOOD TRYIN' TO ESCAPE THAT BRAND NEW CELL ARRIVED FROM METROPOLIS CITY ONLY LAST MONTH!



HE'S RIGHT! MY KNUCKLES CAN'T DIG THROUGH SOLID STEEL!



SO NOW WE'RE DRIVING YOUR HERD OF APTER-X TO THE METROPOLIS ZONE WHEN THIS CHARACTER STARTED A STAMPEDE!



WE TRY TO KEEF MY GOOD FRIEND ROOSTER!





THAT NIGHT

WHAT IN Tarnation went wrong?

THAT ROOSTER'S THE LUCKIEST HOMEBE I KNOW

HE WAS BANG IN THE MIDDLE OF THE HERD WHEN I STARTED THE STAMPEDE AND HE STILL ESCAPED!

I WANT HIM FINISHED! NO ONE MUSCLES IN ON MY BUSINESS!

WHAT ABOUT KNUCKLES?

WHEN THE SHERIFF GETS BACK AND REALISES HE'S INNOCENT.. THE FINGER WILL POINT AT ME!

DON'T WORRY, CHOTO

I'VE TAKEN CARE OF THE ECHIDNA!

HUH? WHAT'S ALL THAT COMMOTION?





NEXT ISSUE DEPUTY KNUCKLES!

PIXEL zone

EACH ARTIST-NUME
WHO GETS THEIR
HANDYWORK
PRINTED IN STC
WILL RECEIVE A
PACK OF CRAYOLA
MINI STAMPERS 2,
SHAPED-NIBBED,
COLOUR PENS.



2 S n o
red piece

Anita Lam St Albans, Herts
Crayola Mini Stampers 2
Pack Winner.



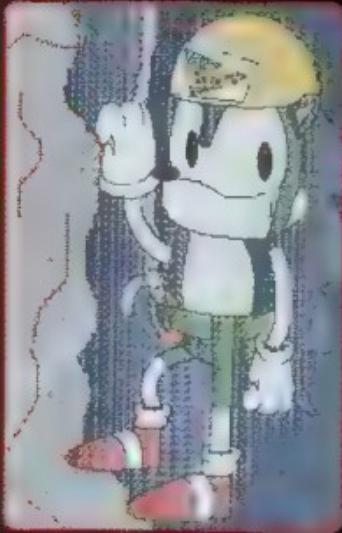
Sonic speed shopping!

Emma Jane Smith
Bromham, Bedford

Crayola Mini Stampers
2 Pack Winner.



Sonic in another cliff-hanger!



Jonathan Williams, Bewley, Telford. M6 owner.
Crayola Mini Stampers 2 Pack Winner.

MEGADROID SONIC



Leigh Flaherty, Harrow, Middlesex. MD owner
Crayola Mini Stampers 2 Pack Winner

Tails misses another goal?



David Skinner
Wyken, Coventry.

Crayola Mini
Stampers 2
Pack Winner.

Cyber-kappa et for next
Issue... soon!



Richie Dixon
Sunderland
Tyne & Wear.

Crayola Mini
Stampers 2
Pack Winner.

Submit - come up with your own ideas.

* Include your name and address, print clearly
otherwise we might determine this from
the page.

* Send artwork to:
SONIC ZONE, DANCE THE COMIC,
70-74 TENTERDEN PLACE, KINROSS, FIFE KY11 2QH

* FOR HOME USE ONLY
HEAVILY HANDWRITTEN IN
WE RECEIVE A PACK OF
CRAYOLA MINI STAMPERS 2
SHAPED NIBBED COLOUR PENS

AT YOUR NEAREST Crayola
Retailer. Tel: 01234 812788



TAILS

Small Change

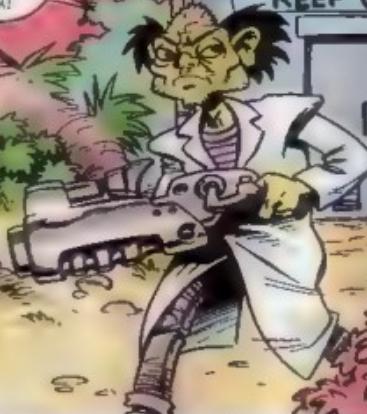
COMPLETE STORY

Script: LEW STOTINGER Art: ROBERTO CORONA
Colouring: STEVE WHITIE Lettering: TONY FRASER

ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY ALSO AN INVENTOR AND A BADIE!

BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL, ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!

"SLIMY'S LAB."
KEEP OUT



FIRST I NEED TO TEST MY NEW WEAPON. NOW WHERE CAN I FIND A SUITABLE TARGET?

MMH! PEACE AND QUIET AT LAST!

AAA! PERFECT!



FWZAP!

TIKE! I
SHOULD'VE KNOWN
IT COULDN'T LAST!

HEH HEH!

HELP! EITHER
THE GRASS IS GROWING
RAPIDLY OR I'M
SHRINKING!

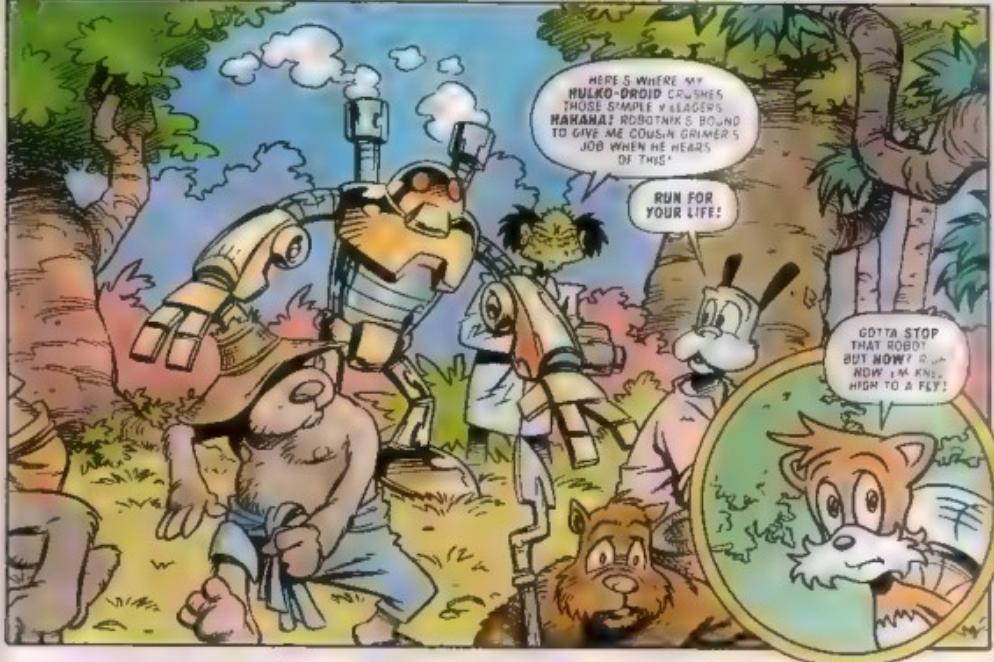
EXCELLENT! MY
REDUCING RAY HAS
SHRUNK TAILS TO
THE SIZE OF AN
ANT! HAHAHA!

MEANWHILE SPEAKING OF ANTS

OH NO!
THIS GUY
THINKS I'M HIS
DINNER.

SORRY PAL, BUT
FOX ISN'T ON
THE MENU!

DUFF!





HEY! MAYBE I CAN USE
MY SIZE TO MY ADVANTAGE!
IF I CAN FIND A GAP IN
THE ROBOT'S ARMOUR





Q

ZONE

Q IS FOR QUESTION.

Q IS FOR QUIRKY.

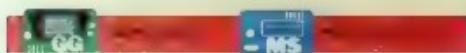
Q IS FOR DIAHARDITY.

IF YOU WANT TO ENTER THE Q ZONE FOR SHOWS, TOYS AND SEVEN VOLUME
FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 WARSTOCK PLACE, LONDON, WC1E 9HU.



SONIC THE HEDGEHOG 2 *Continued*



CHAOS EMERALDS

There are six Chaos Emeralds to be found together; the first five are located in the second Act of each stage.

EMERALD 1: You'll come across this one at the far top right-hand corner of the level.



EMERALD 2: This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

EMERALD 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

EMERALD 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel.. You will also discover a couple of extra lives along the way.

EMERALD 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

SONIC THE HEDGEHOG 3 Revisited

... MD

THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

ANGEL ISLAND

ACT 1

Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

Watch out for: Collapsing Ledges, Vine Swings and Floating Platforms.

Badnik's to guard against: Bloominator, Caterkiller Jnr., Monkey Dude and Rhinobot.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for: the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that



contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jnr. and Rhinobot.

HYDROCITY

ACT 1

Take a deep breath - this stage will leave you gasping!

Watch out for: Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

Badniks to guard against: Pointdexter, Mega Choppers, Blastoids, Turbo Spikers.

Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invulnerable, because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.



The Zone

Next issue: Sonic 3 Revisited - The Zones continued

SONIC'S WORLD

FUTURE SHOCK

STORY: LEW STANNER ART: PARASIDE SAWADA COLORING: AMY PAPROCKI SOUND: JEFFREY LEE

AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS.

YOU LOWLIFE! SO MUCH FOR WANTING TO HELP US!

YEAH! SONIC WOULD NEVER SELL US OUT TO DOCTOR ROBOTNIK!

I'VE SEEN HOW YOU DUDES GET WIPE OUT IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE BUT OUR ONLY HOPE FOR PEACE IS TO FOLLOW ROBOTNIK!

HANAHANAH! OH WHAT A GLORIOUS VICTORY! HE ACTUALLY BELIEVES THAT!

WHAT DO YOU MEAN?

YOU'RE NOT "SONIC FROM THE FUTURE" YOU FOOL! YOU'RE A CLONE! I CREATED YOU!

AND I HELPED!

A CLONE!
YOU MEAN
I'M JUST A COPY
OF THE REAL
SONIC?

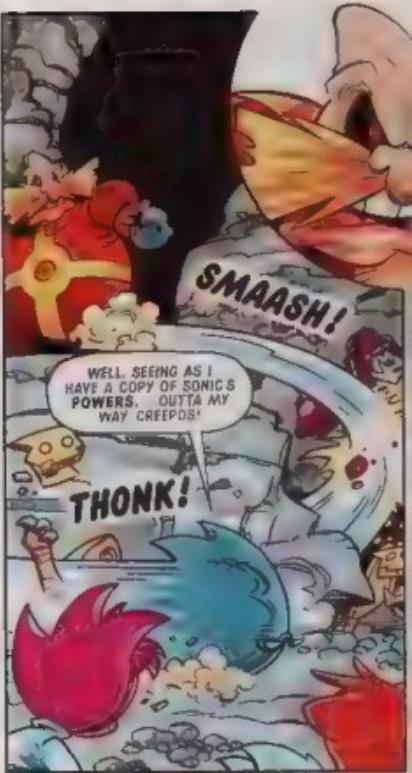
ABSOLUTELY!
YOU'RE NOT FROM
THE FUTURE AT
ALL!

I TOOK A CELL
SAMPLE FROM SONIC
WHEN I CAPTURED
HIM AND GREW A
DUPLICATE IN MY
LABORATORY

I PLANNED TO
ATTACK AND GIVE SONIC A BAD
NAME... BUT SOMETHING WENT
WRONG WITH THE EXPERIMENT AND
THE CLONE AGED TOO RAPIDLY!

BUT WE RAN TESTS WHICH
PROVED THIS GUY WAS SONIC!

THEY JUST
PROVED WHAT
A GOOD COPY
I AM TAILS!



THE CLONE TELLS SONIC THE FULL STORY

...SO NOW YOU'RE AGING AT A FASTER RATE, EH? I THOUGHT YOU WEREN'T WEARING VERY WELL!

THANKS! NOT MUCH TIME HURRY!

SOON

THERE THEY ARE.

NO SIGN OF OLD LARD BELLY SO THEIR RESCUE SHOULD BE EASY!

YOU SHOULD BE SO LUCKY!

SAVE YOUR FRIENDS SONIC; I'LL DEAL W/ HIM!

HEY BADNICKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY PALS, SO HANDS OFF!

WHOOOSH!

? WHAMM!

MEANWHILE, THE CLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER SPEED

AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART NOOO!

A JUST REWARD FOR THE LIES YOU PLANTED IN MY BRAIN:

SPINNNN!



NEXT ISSUE: SHORTFUSE IS BACK!

SPEED LINES



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 29/31 TAVISTOCK PLACE, LONDON WC1R 9SU.
... OR USE THE E-MAIL SERVICE FROM MEGAMAN FOR 100AS.

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



RITCHIE RICH!

Dear STC,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy Virtua Cop as my first game. However, my friend said that Virtua Cop 2 is better. Is this true?

Richard Edwards, Wedmore, Somerset, MD owner.

Sega Mega Hog Tag Winner.



Most sequels are similar in gameplay to the original, Richard.

However, there are additional extras such as extra levels/bonuses, special features and new characters.



Send your e-mail
messages to:

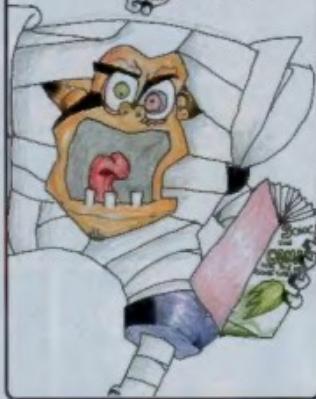
stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

Head for the
hills, the
Decooper's
are coming
(next issue)!



James Bondy,
Reading, Berks.
Sonic & Knuckles
Hog Tag Winner.



ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new bat friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in STC because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!

Jonathan Franklin,
Romford, Essex.
Sega Mega Hog Tag Winner.



Ah, but I have hidden
talents, Jonathan!

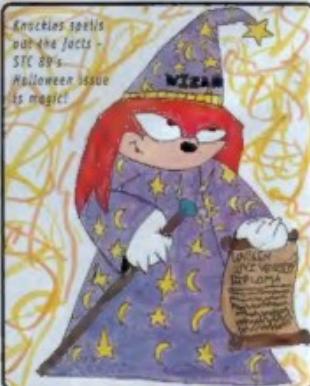
BARTON THINKS...

Dear Megadroid,

I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include Super Sonic 2000, Sonic Returns, Ninja Tails, Super Attack Bomber and Termites. Finally, will any of the Sega games (especially the Sonic ones) ever be available on the PC?

 Matthew Barton,
Great Yarmouth, Norfolk.
Sega Mega Hog Tag Winner.

 Keep at it, Matthew and friends! To answer your query, I hope you appreciate the great lengths that STC have gone to with this issue's PC Zone...



Mark Penman, East Ardsley, Wakefield.
Sonic & Knuckles Hog Tag Winner.

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Elliot

from NIGHTS Sega's latest Saturn release!